

Game Design & Technology Workshop - 2004

Two days workshop, tutorial and exhibition

Liverpool, 15-16 November 2004

School of Computing and Mathematical Sciences



Faculty of Technology
and Environment

AIMS

- ❖ To open a forum to discuss with the specialists about the state-of-the art of game design and current and future of games technology.
- ❖ To enable relations and collaboration between academic who promote the development of Computer Games Technology courses, the UK game industry and the organisations which support the game industry.
- ❖ To allow Computer Games Technology students to have an early contact with the actors of the industry, and to learn about the issues of game development, the challenges in developing with and for a fast pace moving technology, and have first hand information about the future of the technology.
- ❖ To provide game companies and game related industry the opportunity to present their companies, products, job opportunities, and to discuss and discover alternative technology for game development.

KEYNOTE SPEAKERS

Jesse Schell - IGDA Chairman - Professor of Computer Entertainment at Carnegie Mellon University

Newton Lee - Senior Producer - Disney Online - Founder and Editor-in-Chief of ACM Computer in Entertainment

Ernest Adams - IGDA co-founder - Game Design Consultant

Chris Bateman - International Hobo - Game Design Consultant

Jeremy Chatelaine - Argonaut Games

Jason Chown - SCEE Liverpool

Dino Dini - CEO Abundant Software

Sarah Ewen - SCEE London

Andrew Oliver - CTO and Co-founder of Blitz Games

Dr. David Sharp - Atomic Planet Entertainment

Matt Southern - Evolution Studios

Marc Wilding - Acclaim Studio Liverpool

And more to come...

ORGANISERS

Professor Madjid Merabti - Director

Abdenmour El Rhalibi - Principal Lecturer in Computer Games Technology

Dr. Carl Bamford - Principal Lecturer - Head of Computing

Dr. David England - Principal Lecturer - Subject Leader of Computer Science Group

Dr. Martin Hanneghan - Principal Lecturer - Head of Enterprise

Dr. Rubem Pereira - Principal Lecturer Programme Leader MSc Computer Games Technology

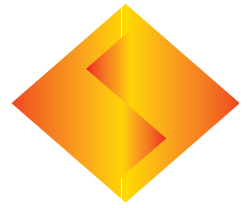
Dr. Sud Sudirman - Programme Leader BSc Computer Games Technology

For more information including the full programme, speakers, tutorial and exhibition opportunities, location, fees and booking details, go to:

<http://www.cms.livjm.ac.uk/GDTW/>

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